Riviera™
The Promised Land
TEEN
T
CONTENT RATED BY
ESRB

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

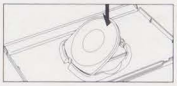
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

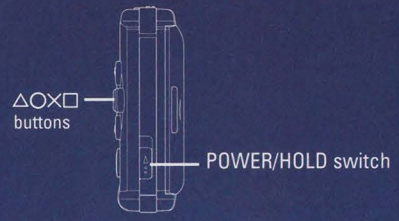
ULUS 10286

Table of Contents

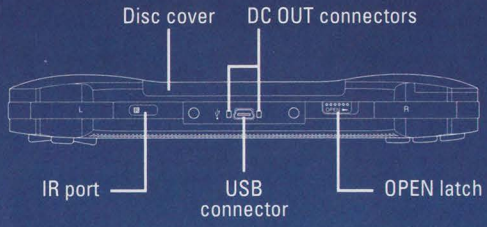
Prologue 4
Characters 6
Flow of the Game 10
Starting the Game 12
Field Area 13
MOVE Mode 14
LOOK Mode 15
Selection Skills/Action Trigger 16
Field Menu 17
Enemy Encounter 21
Battle Preparation 22
View Stats 23
Battle 24
The Flow of Battle 25
Skill Selection 26
Attack Information 28
Enemy Action Pattern 29
Battle Menu 30
Configuration 31
Battle Results 32
Improving Skills 33
Saving 34
Hints/Liner Notes 35
Credits 36

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Riviera: The Promised Land ™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

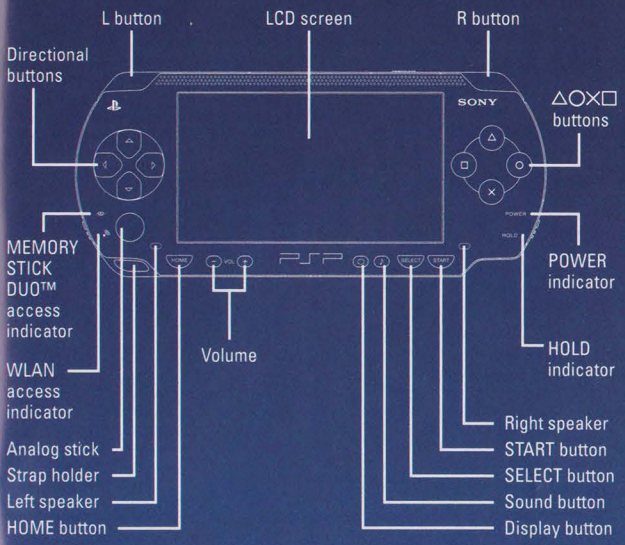
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Field Area	
Directional buttons	Active Trigger
× button	Switch to LOOK mode, Next Message
○ button	Switch to MOVE mode
L button	Skip Message
START button	Display Area Map
SELECT button	Display Menu
HOME button	End Game

Battle	
Directional buttons	Move Cursor, Switch Skills
× button	Confirm
○ button	Cancel
R button	Display Skill Description
START button	Display Battle Summary Menu
SELECT button	Display Battle Menu
HOME button	End Game

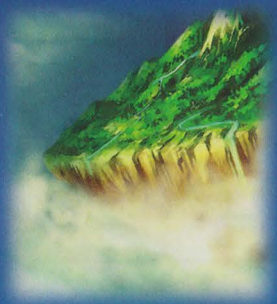
Menu Screens	
Directional buttons	Move Cursor
× button	Confirm
○ button	Cancel
L button	Varies According to Context
START button	Varies According to Context
SELECT button	Varies According to Context
HOME button	End Game

PROLOGUE

Ragnarok

Long ago, a war between gods and demons—Ragnarok—erupted, and the world was thrown into a state of chaos. Asgard, overrun by demons, was on the brink of destruction.

In desperation, the gods broke an ancient taboo. Sacrificing their very lives, they created black-winged reapers that came to be known as Grim Angels. Each wielding a godly weapon known as a "Diviner," the angels entered battle... Through their fierce resistance, the angels brought the war to an end.



The Sacred Garden of Riviera

The demons were sealed away, but the gods would soon follow. However, the gods were able to leave behind their power in the heavenly isle of Riviera... They entrusted this promised land to the inhabitants to watch over until their return...

Ark of Ruin

One thousand years have passed since the gods' demise... Signs of the demons' return have brought fear to this peaceful land. Without the gods, Asgard cannot withstand another war.

The Second Advent

And so, The Seven Magi, proxies of the gods, made the decision to unleash the divine power of Riviera by actuating "The Retribution." The Magi selected black-winged agents of death wielding Diviners... Grim Angels... born anew for the first time in a thousand years...

Now, Two Angels Shall Descend
To the Sacred Soil of Riviera...

EIN *The Wingless Angel*

The main character of the story. To receive his power, he had to sacrifice his wings. He has a strong Diviner, Einherjar, even though he's not very experienced.

ROSE *Ein's Familiar*

Rose is very responsible and always looks out for Ein.

LEDAH *The Solitary Angel*

Calm and taciturn, Ledah is one of the strongest angels of Asgard. Wielding the Diviner Lorelei, he accompanies Ein on a mission to actuate "The Retribution."

CIERRA *The Scarlet Witch*

A master of strong magic, she's looking for a friend she got separated from while searching for spell ingredients at the ruins.

SERENE *Last of the Arcs*

An Arc—a race of Sprites. She attacks enemies using a scythe. Very outgoing with a tomboy-ish personality and bat-like wings.

LINA *The Spunky Archer*

An energetic girl with good archery skills. Full of curiosity, she sometimes ends up making trouble. She especially likes playing and eating fruit.

FIA *The Kind Fencer*

A kind-hearted girl who lives with other Sprites in the town of Elendia, in the middle of the forest. Always reliable, she supports everyone with her healing magic.

Riviera is an RPG divided into several chapters. The story will progress as you finish each chapter.

When you're finished exploring, the next chapter will begin.

New Chapters
Each chapter will begin with a title sequence, which will outline the story and give you a quick look at the area.

● FIELD MAP

Here you can move from area to area or use Trigger Points (TP) to explore points of interest. You may have encounters or events while searching.

Enemy Encounter!

Defeated? Choose "Retry" to try again.

● BATTLE PREPARATION

Here you can set up your party formation, and equip your party members.

Ready to Battle!

● EXPLORATION

Explore the town of Elendia.

If you defeat the boss, you'll advance to the next chapter.

● BATTLE RESULTS

Your battle performance will be given a grade of S, A, B, or C, and items will be awarded accordingly.

If all of your allies fall in battle, the game is over.

Once all the enemies have been defeated, you win!

● COMBAT

Use the items and skills you've acquired to triumph in battle.

Insert the Riviera UMD™ into your PSP® system with the label facing away from the system. Turn the system on with the POWER/HOLD switch and the title screen will appear, followed by the opening demo. Press any button to skip the demo.

● TITLE MENU

Select from any of the following three options:

Game Start

Choose this option to begin a new game from Chapter 1.

Continue

Choose this option to continue a previously saved game. (see Saving Data on pg. 34)

▲ Save Data Selection Screen

Use the up and down buttons to select the desired saved game and press the × button to continue from it.

Extra Contents

After you meet certain requirements, you can unlock bonus content for Riviera. Use the directional buttons to browse the extra content.

WARNING!

When the game boots up, you will have the choice of which language the game will be voiced in.

In the field areas, you can move and search by using the indicated directional buttons.

● FIELD MODES

While in the field area, MOVE mode will allow you to freely move around, and LOOK mode will allow you to search. The mode you are currently in will be displayed in the lower right hand section of the screen.

MOVE MODE SCREEN

■Mini Map

The route you have traveled is displayed as white-outlined rectangles, and your current location is a filled white rectangle. When the "Next" Trigger is displayed, a triangle will appear on the Mini Map indicating the direction of the next area.

■Trigger

These will display your current allowable movement directions.

LOOK MODE SCREEN

■TP Gauge

This gauge indicates the number of TP (Trigger Points) you have. Selecting a Trigger in red costs one TP.

● CHANGING MODES

While in the field areas, Press the × button to enter Look Mode, and press the ○ button to enter Move Mode.

MOVE MODE

While in this mode, you can move around the field areas for this location. The direction of the Trigger is also the direction your characters will move.

● MOVEMENT TRIGGERS

Below is a guide for which directional button to press to activate the indicated Trigger.

■ ∧ •△ Up Button ■ ∨ •▽ Down Button

■ ≫ •▷ Right Button ■ ≪ •◁ Left Button

● NEXT AREA

When you select the "Next" Trigger, the screen will change to an area map. You'll be provided with a simple explanation of the next area.

Area Map Menu

▲ The filled white rectangle indicates your selection.

■ **Move to the Next Area**

Your party will leave the current area and head to the next one.

■ **Save**

This option will save your gameplay data up to this point. See pg. 34 for a detailed explanation.

WARNING!

Once you move on to the next area, you will be unable to return to the previous area. (There are some exceptions.)

LOOK MODE

While in this mode, you can search designated areas by pressing the directional buttons to activate the indicated Triggers.

● LOOK TRIGGERS

Below is a guide for which directional button to press to activate the indicated Trigger.

■ △ Up Button ■ ▽ Down Button

■ ▷ Right Button ■ ◁ Left Button

● TP (TRIGGER POINT)

Activating a red Trigger will deduct 1 TP. Once your TP gauge reaches 0, you will be unable to activate red Triggers.

Replenishing TP

When you win a battle, you have a chance to earn TP. However, if your evaluation in the battle is poor, you may not earn any points.

▲ In LOOK mode, your TP gauge is displayed in the upper left corner of the screen.

By using LOOK Triggers, many events will take place.

LOOK Triggers may lead to you obtaining an item or starting new adventures.

Depending on your selections and performance in AT (Action Triggers), different events may occur.

● SELECTION

Select your choice with the directional buttons, then press the × button.

▲ Select one.

● AT (Action Trigger)

Sometimes during an event an AT may appear on the screen. The AT will require you to perform certain actions and depending on your performance, the results will change.

AT Types

There are 6 different types of AT:

- **Dash AT** — Press a button the requisite number of times within the time frame.
- **Just AT** — Stop the moving cursor on top of the designated bar.
- **Rhythm AT** — Correctly hit the pattern of buttons within the allotted time.
- **Command AT** — Within a certain time frame, press the correct buttons.
- **Password AT** — Enter the password correctly.
- **Random AT** — Press the × button to stop the slot reels.

Press the SELECT button while in the Field area. The main Field menu will appear.

Turns: Counts the number of turns taken in this chapter.

Score: The total score earned for the current chapter.

Time: Your total gameplay time.

Field Menu: Select from the five available choices.

● ITEM

Battle Item

▲ Depending on the character, the top portion will display their normal skills, while the bottom portion shows Over Skills. (If you have not yet earned the Over Skill, then the unskilled gauge will appear.)

■ Directional buttons---Move cursor

■ × button---You can choose to throw an item away. (Certain items cannot be thrown away.)

■ R button---Display selected item description

■ START button---Arrange items

■ ○ button---Return to the previous screen

Event Item

Here you can view important items that you've obtained. These items cannot be discarded.

■ Directional buttons---Moves cursor. Move it left and right to switch between the pages.

■ ○ button---Returns to the previous screen.

Diviera

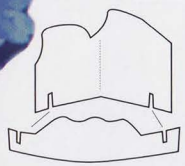
The Promised Land

TM

Ask an adult if you need help.

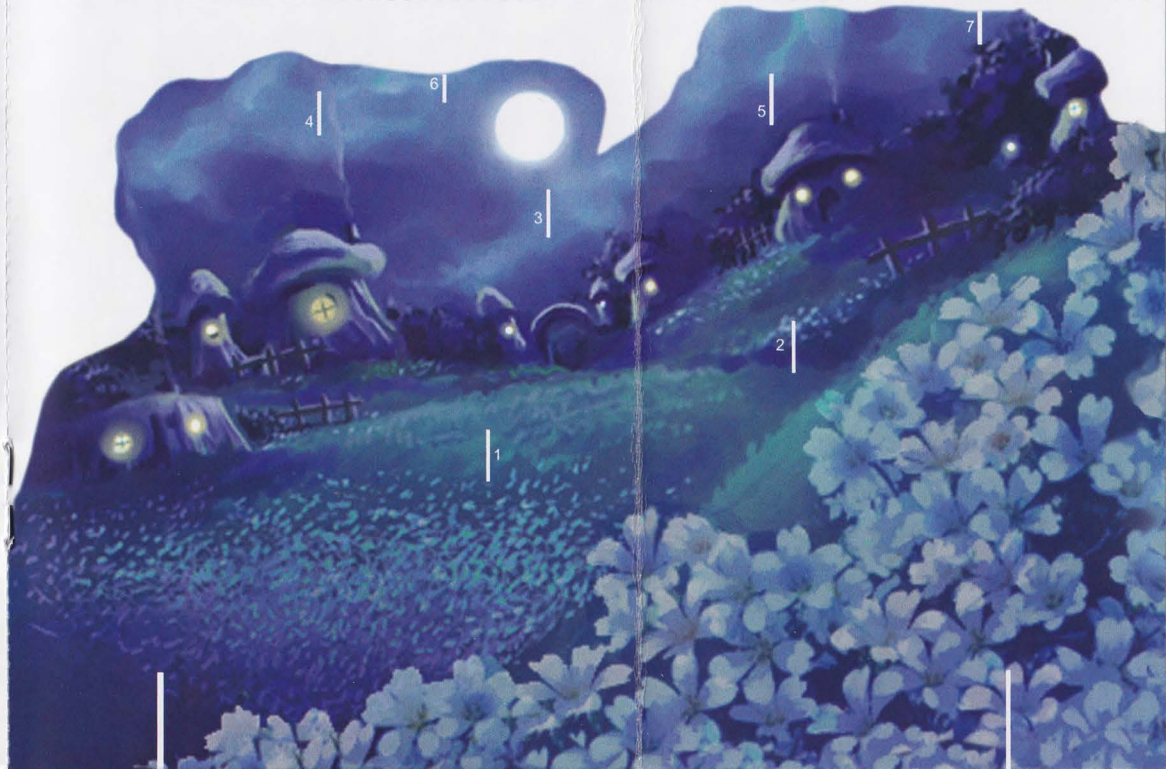
STEP 1: Cut out all items with scissors or a hobby knife. Slots may need extra trimming.

STEP 2: Insert tabs and cuts into numbered slots, bend tabs where necessary. Note: all numbers should be hidden.



STEP 3: Attach back drop to front strip (back drop folds in, front strip bows outward slightly).

STEP 4: Dig it!



STATUS

Here, the character's status will be displayed. Use the directional buttons to switch between the characters.

Stats

These are the basic attributes for each character. They may increase or decrease during the game depending on the choices you make.

STR	Strength. This stat affects the power of weapon attacks and resistance to physical attacks.
MGC	Magic. This stat affects the power of magical attacks and resistance to magic.
AGI	Agility. This stat affects the character's ability to evade and Wait Time (WT) in battle.
VIT	Vitality. This stat affects how well you can withstand attacks.
MAXHP	Maximum Hit Points. If a character sets off a trap, his or her HP will temporarily decrease.
RESIST	Elemental Resistance. The higher the bar, the stronger your resistance. (white-physical, red-fire, blue-ice, yellow-lightning, green-holy, purple-darkness)
MASTERY	A list of the weapons the character is skilled at using. Over Skills can be learned when these weapons are used.

Trust/Mood

Aside from Ein and Ledah, all characters have two hidden stats, Trust and Mood. Only one of the two icons will appear.

Trust - This indicates how much the character trusts Ein. For example, a heart icon indicates a high level of trust. This can change throughout the course of the game, and will also affect the ending.

Mood - This indicates the character's mood. For example, a musical note indicates that the character is in a good mood. Mood may affect a character's performance in battle.

PRACTICE

In practice battle, the enemies you face will be chosen from the ones you have previously defeated.

WARNING!
You will only be able to participate in a practice battle once you reach a certain point in the game.

Practice Battle Rules

The basic rules are the same as standard battles, with some exceptions:

- You can remove Ein from the battle party
- Items' endurance will not decrease
- You will not gain TP
- You will not receive a battle evaluation
- Only rank A items can be obtained
- Characters' moods will not be affected in the battle

SCORE

This is the score you've accumulated for the current chapter. Use the directional buttons to view the score for other chapters.

ENEMY ENCOUNTER

While you are moving or searching in the Field area, you may encounter enemies.

If you select "Fight", you'll go to the battle preparation screen.
If you select "Run", it will return you to the previous map.

Battle? Flee?

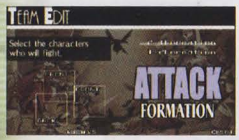
Choose to fight or run.

- **Fight**
  Changes to preparation for battle.
- **Run**
  Return to the previous map.

WARNING!
You are unable to flee from certain enemies.

Battle preparation is comprised of three parts; Formation Selection, Battle Member Selection, and Item Selection.

● FORMATION SELECTION



You have your choice of two character formations.

Formation Types

■ **1-2 Formation:** You have one person in the front, and two in the back. In this formation, you have a slight advantage when using Magic skills.

■ **2-1 Formation:** You have two people in the front, and one in the back. In this formation, you have a slight advantage when using physical attack skills.

● BATTLE MEMBER SELECTION

You select the three members for battle. (Except in Chapter 1.)

WARNING!
The main character, Ein, must always be in the party. (Except during practice battles.)

● ITEM SELECTION

You may select four items to bring with you into the ensuing battle. If you have less than four items on the list, then you must bring all of

WARNING!
Items marked "M" must be selected.

Before entering battle, select "View Stats", and the following menu will be displayed. Use the information provided to develop the optimal strategy for battle.

● TACTICS MENU

Here, valuable information about your characters and the enemy you will be facing is available.

Wait

View the amount of time each character must wait before taking their next action.

HP

View each character's HP. When this number reaches 0, the character will disappear from the battlefield.

▲ All characters' HP will be at max at the beginning of battle.

Status

View each character's status. Effects that will wear off shortly are represented by flashing icons.

Grid

Each character's position is shown on a grid. This is convenient to use when when targeting a particular skill.

Tactics

The name of the enemies and a point of advice will be displayed.

● STATUS INFORMATION

Use the directional buttons. For more information on the status effects currently affecting a character, select a character and press the × button.
(To learn about the status screen, see pg. 19)

Once your preparations are complete, you're ready for battle. On the screen, you will see two gauges that influence which side will emerge victorious.

Over Drive Gauge (ODG) Indicates when an Over Skill (special attack) may be used.

Rage Meter (RM) Indicates how angry the enemy is.

● OVER DRIVE GAUGE

The gauge will fill when you attack or are attacked. If a character falls in battle, the gauge will dramatically increase. The gauge number will fluctuate between 0 and 3.

Using Over Skills

Every Over Skill has a set level. When the Over Skill is used, the gauge will decrease by that amount.

Execution Level Over Skills

Execution level over skills can be used at any time by certain characters. The amount of damage the skill does is dependant upon how full the Over Drive Gauge is.

▲If you use it at the wrong time, it's going to cost you!

WARNING!

Once an Execution level over skill is used, the Over Drive Gauge will shatter, and you will not be able to use Over Skills until the next battle.

● RAGE METER

The Rage Meter increases when you attack the enemy. If the enemy is killed, the Rage Meter will increase dramatically. As time passes the meter will gradually decrease, but once it reaches its maximum level, it will not decrease.

Enemy Action Patterns

Depending on the Rage Meter, enemies will perform different attacks; normal, Rage and MAX. When an enemy performs either a Rage or MAX attack the Rage Meter will decrease.

Once battle begins, characters with 0 (WT) will attack first.

If you decide to retry, you will be taken to the Battle preparations area.

Once the character's WT reaches zero...

● SELECT SKILL

You select an item and choose between a Normal or Over Skill.

Select a skill, and execute it!

Depending on your action, your WT may increase.

The battle will continue until all your allies or enemies have fallen...

● BATTLE RESULTS

If you defeat the enemy, then you gain rewards. The game is over if you and your allies are defeated.

Return to Field Area

Retry or return to the Title Screen

Once a character's WT becomes zero, the skill selection menu will appear.

Target: The character to be affected by the skill

Character: Displays character's name, HP and WT

Skill Window: Displays skill information for the selected item

Item Menu: These are the items you brought into the battle

● USING SKILLS

When you select an item, the skills available to the current character are displayed. Press the × button to use the skill.

Switching to an Over Skill

▲ This is the Over Skill screen.

If you see a [] mark to the left of an item, you can select it and press the left directional button. This will display the characters' Over Skill. To switch back to the normal mode, press the right directional button.

WARNING!

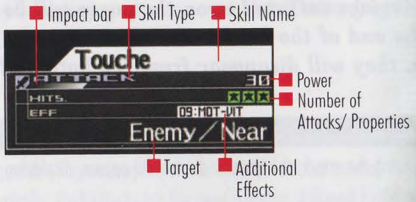
To use an Over Skill, the Over Drive Gauge needs to be at the level required by the Over Skill. If the Over Drive Gauge is not full enough, the skill will not be usable.

● CONFIRMING TARGET

Your target will be determined automatically depending on the skill you have selected.

Random Target

When "Random" is displayed in the top right corner of the screen, the target will be chosen randomly from the enemies in range.



● SKILL INFORMATION

Skill Name

The name of the selected skill.

Skill Type

There are four different types of skills:

Attack	Weapon Skill
Magic	Magic Skill
Support	Recovery Skill
ETC	Other skills

Impact Bar

The Impact Bar is a graphical representation of the skill's strength. The longer the Impact Bar, the stronger the skill. For a recovery skill, the bar length represents HP restored.

Power

This is a numerical representation of the skill's strength. For a recovery skill, the number represents the amount of HP restored.

Number of Attacks/Properties

The number of icons displayed will indicate the number of attacks and the elemental properties of the attacks:

physical fire ice lightning holy darkness

This stat only applies to Weapon and Magic Skills.

Additional Effects

This indicates the special effects each skill has. A skill may have a maximum of 2 special effects. When you press the R button a detailed explanation of each effect will be displayed.

Target

This is how each skill's target will be determined.

All damage inflicted upon the party will be removed at the end of the battle. If a character's HP reaches zero, they will disappear from the battlefield.

● DAMAGE

During the attack, the attack indicator will appear, displaying the number of hits.

Types of Damage

White Numbers	Damage Inflicted
Green Numbers	Restored HP
Miss	Attack Missed
Guard	Attack Blocked
Invalid	Enemy was immune to the attack

Accounting for Damage

Once the attacks are finished, the total damage will be tabulated, and the HP of targeted character(s) will decrease. If the HP of a target reaches zero, the character will disappear.

● CHANGES DURING BATTLE

Some changes will occur during the battle.

Moving Forward

When characters in the front are defeated, the ones in the back will move forward.

Endurance

Every time an item is used, the endurance of the item decreases by 1. When its endurance reaches 0, the item will break and disappear. (Except for items marked ∞.)

▲ When deciding which item to use, make sure to check its endurance!

The enemy's action patterns are determined by race, row and the Rage Meter.

● RAGE METER

Depending on the Rage meter, the enemy's status is either normal, Rage, or MAX. Typically, MAX attacks are the most powerful, followed by Rage, and normal.

◀ When an enemy is at MAX, the skills they use will be powerful. Watch out!

● SPECIAL SKILL

Special skills may be used by the enemy if certain conditions are met.

◀ For example, if an enemy has magical abilities and their HP is low, it may use a skill to recover HP.

Press SELECT button during battle to view the Battle Menu.

● POSITION

Use this to change the position of your characters.
You cannot change positions if your Over Drive Gauge isn't above a certain level, but changing positions will not deplete the gauge.

Types of Position Change

There are three types of position changes:

■ Right Rotation	Rotate characters clockwise. It's usable once the Over Drive Gauge is above Lv1.
■ Left Rotation	Rotate characters counter-clockwise. It's usable once the Over Drive Gauge is above Lv1.
■ Flip	Switch the front row and the back row. It's usable once the Over Drive Gauge is above Lv2.

● ITEM

View the items you've obtained.
(see pg.18 for details)

● STATUS

You can check the status of the character.
(see pg.19 for details)

In the Battle menu or Field menu, select "Config" to change your battle options.

● CONFIGURATION

Press the directional buttons to select an option, and use the ○ button to go back.

Configuration Types

■ Formation Memory	Choose to have the formation from the last battle remembered.
■ Item Memory	Choose to have the items selected from the last battle remembered.
■ Skill Memory	Choose to have the cursor remember the item you used last.
■ Icon Display	Choose to have either Wait Time or Status information displayed.
■ Enemy Window	The enemy skill selection window may be displayed.
■ Enemy Cut Scene	Enemy Rage/Max attack cut scenes can be turned on or off.
■ Voice	Voices may be turned on or off.
■ System Data	Choose whether or not to autosave.

After winning a battle, you will receive a rank of S, A, B, or C.

● BATTLE EVALUATION

Score Calculation

TThe following factors affect your score:

■ Score	The base score.
■ Time	The faster all the enemies are defeated, the higher your score.
■ Finish	The higher the level of your final attack, the higher your score.

WARNING!
In Practice mode, evaluation scores will not be calculated and only A rank items can be acquired. In addition, you won't be able to gain TP.

● ITEMS OBTAINED & TP

The items and TP you receive after winning a battle will depend on your evaluation rank.

Obtained Items

▲ Get rare items with an S rank!

Items obtained from an S rank are different from those gained from an A or B rank. A rank and B rank items are the same, but their endurance is different. You will not gain any items with a C rank battle evaluation.

Obtained TP

The better your evaluation grade, the more TP you will gain. The number of TP gained in battle is also determined by Chapter level.

WARNING!
In Practice mode, evaluation scores will not be calculated and only A rank items can be acquired. In addition, you won't be able to gain TP.

At the end of a battle, if the Experience Meter (Exp.) is full, then the character's skill will improve.

● EXPERIENCED METER

An item that can acquire Over Skill has a Experience Meter. You can check the Experience Meter during a battle in the item data screen or during skill selection. (The Experience Meter's appearance depends on the item and character.)

▲ The Experience Meter (Exp.) is located above the item list.

Increasing Experience Meter

Every time a character uses an item, its Experience Meter will increase by one point.

WARNING!
If a character escapes from a battle or is defeated, then they will not earn any Experience Points for that battle. (You may abort a practice battle and still keep the Experience points earned in that battle.)

● IMPROVING SKILLS

▲ Learn new skills and power up your characters!

If the Experience Meter is full at the end of a battle, then the character will gain a new Over Skill and also increase their abilities.

Improving Stats

Depending on the skill level, the stat boosts will increase. The higher the Over Skill level, the more the stats will increase.

■ MAXHP, VIT	Mostly increased by using physical attack and Magic skills.
■ STR	Mostly increased by using physical attack skills.
■ MGC	Mostly increased by using Magic skills.

By selecting Save, you can save your play.

● SAVING DATA

In order to save data, you must purchase either "Memory Stick Duo™" or "Memory Stick PRO Duo™". Make sure you insert the memory stick inside the PSP® system. The memory stick should have a minimum of 128KB available space.

Save

You can save in the Area Map Menu when you continue forward with the [NEXT] trigger. Also, you can save by using the "Book of Memories" inside Lina and Fia's house.

▲ You can save when changing areas.

WARNING!
If you save over previously saved data, the old data will be overwritten.

Load

When you choose "Continue" at the title menu, the save data will load, and you can continue where you left off.

Saving Capacity

You can save in up to 20 slots. (For each slot, at least 128KB is required) An additional 128KB is required for saving system data.

▲ If you have data saved, then you can continue playing from where you left off!

Various hints for the game.

● IF YOU CAN'T GO FORWARD...

Even if it looks like you can't go forward, do a search and you will find a way to go forward. Try various triggers in the LOOK Mode.

● IF THE ENEMIES ARE TOO STRONG...

If the enemies are too strong and you can't win the battle, select "Retry" at the Game Over screen. The player will restart the battle with a slight advantage.

● TO NURTURE EACH CHARACTER WELL...

Once you obtain a new item, use it often in practice battles so you can learn more skills. Character attacks will improve when the amount of skills learned are increased.

WARNING!
Even during the practice battle session, if a character takes damage from "Acidic Solution", "Pain", or "Acid Gas", the endurance rate will decrease.

● LINER NOTES

When playing Riviera: The Promised Land for the PSP® system with the Japanese language on, please note that the text has been adjusted for American audiences and thus is not a 1:1 direct translation. Also, some names have been altered.

Examples:

US Version	Japanese Version
Ein	Ecthel
Rose	Rothe
Lina	Lyuri
Accursed	Infernos
Einherjar	Excellion
Banango	Bananan
Applecot	Kokori
Gateau	Millefeuilles
Sage	Wise

Credits

Game Design
Director: Shinichi Ito
Voice Acting
Ein: Rie Kugimiya
Ledah: Masakazu Morita
Rose: Rika Komatsu
Cierra: Yuko Gotoh
Serene: Ai Nonaka
Lina: Hiromi Konno
Fia: Natsumi Yanase
Malice: Mariko Suzuki
Hector: Noriaki Sugiyama
Ursula: Yuka Shioyama
Randy: Kouji Haramaki
Lindwurm: Yugo Takahashi
Sage: Ai Bandoh
Fool: Masumi Kageyama
Graham: Kohei Fukuhara
Ladie: Tomoko Fujino
Claude: Ryohei Nakao
NoNo: Yui Kano
Rebecca: Natsuki Yoshihara
Mylene: Miyuki Kawasho
Programming
Shinichiro Komoto, Mitsugi Tanaka, Masanori Ishikawa
Script
Satoshi Tamagawa, Masahiro Kobayashi
Character Design
Sunaho Tobe, Kaoru Hagiya, Yukio Takatsu, Yoshinori Iwanaga
Graphic
Natsuko Tada, Akito Kuroda, Yasuhito Kuwayama, Hideharu Ishii, Shinichiro Komoto
Sound
Minako Adachi, Shigeki Hayashi, Toshiaki Sakoda
Recording Director
Akiyoshi Akama, Hiroaki Shigematsu
Recording Engineer
Toshiaki Okada
Recording Staff
Taku Sawada, Toshiaki Okada, Kazuichi Onuma, Atsushi Oishi, Hiroyuki Tanaka

Assistant Director
Satoshi Tamagawa, Yui Hamada, Naomi Kojima, Haruna Arai
Special Thanks
Takeo Isogai, Toshiaki Kimura, Tatsuya Obara, Kanji Uemura, Akiko Kitazawa, Nobuko Ono, Yoshihisa Tomita, Kaori Hijiya, Shoji Yamada, Yasue Santo, Hikaru Yasui

TAM TAM CO. LTD.
PURE SOUND Inc.
Pole To Win Co., Ltd.
Fontworks Japan, Inc.

Producer
Takeshi Santo

US Localization
Atlus USA

Executive Producer: Shinichi Suzuki
VP of Production & Bus. Development: Sonoko Saito
VP of Sales & Marketing: Jim Ireton
Project Lead: James Kuroki
Project Coordinator: Hiroyuki Tanaka
Translation: Martin Britton, James Kuroki
Editing: Bill Alexander, Carl Chen, Michael Manzanares
QA Lead: Carl Chen
QA Staff: Victor Gonzalez, Ken Palma, Richard Rodrigues, Rob Stone
Creative Design: Jeremy Cail, Michiko Shiikuma
Voice Recording: PCB Productions - Los Angeles, CA
Production Supervisor: Keith Arem
Voice Direction & Engineering: Kevin Patzelt
Dialog Editorial: Byron Evora, Chris Sahakians

LIMITED WARRANTY

ATLUS warrants the original purchaser of this ATLUS product that the medium on which this software program is recorded is free from defects in materials and workmanship.

ATLUS, at its sole option, will refund, repair or replace at no charge any defective ATLUS products within ninety (90) days of purchase with proof of purchase date, so long as the defect is not caused by misuse and neglect of the purchaser. EXCEPT FOR THE FOREGOING LIMITED WARRANTY, ALL EXPRESS, IMPLIED AND STATUTORY WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT OF PROPRIETARY RIGHTS, ARE EXPRESSLY DISCLAIMED. ATLUS SHALL NOT BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF DAMAGES RESULT FROM THE USE OF ATLUS PRODUCTS IN ACCORDANCE WITH ATLUS MANUAL INSTRUCTIONS. IN SOME JURISDICTIONS, SOME OF THE FOREGOING WARRANTY DISCLAIMERS OR DAMAGE LIMITATIONS MAY NOT APPLY.

You must call (949) 788-0353 to receive instructions to obtain repair/replacement services.

Repair/Service After Expiration of Warranty

If your ATLUS product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Customer Service Department at the number listed above. You will be advised of the estimated cost of repair and the shipping instructions.

ATLUS Customer Service Department/Technical Support Line

(949) 788-0353

Call this number for help in installing or operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is a trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

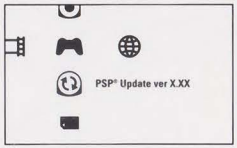
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

ATLUS®
WWW.ATLUS.COM

©2002 NBGI ©2004-2007 Sting
Licensed to and published by Atlus USA

Return to the Promised Land!

The RPG cult classic returns with loads of extras! Join Ein and the Sprites on their quest to save the floating island of Riviera from imminent destruction. Along the way, find out what fans already know about Riviera; fascinating characters, intriguing storylines and a battle system specifically refined for handheld play. All of this arranged to an exciting new soundtrack that's sure to please old fans and new players alike. Return, and immerse yourself in the fantastic world of Riviera!

An extended storyline with over 50 reworked cutscenes!

Improved graphics!

Fully voiced audio!

Dual language functionality!

UMD

1 Player | Memory Stick Duo™ 128 KB

Atlus U.S.A., Inc 15255 Alton Parkway, Suite 100, Irvine, CA 92618
© 2002 NBGI © 2004-2007 Sting Licensed to and published by Atlus USA.
Software license terms available at www.atlus.com and in-game.
Licensed for distribution in North America and Mexico on the PSP® (PlayStation®Portable) system. See inside for details. "UMD" is a trademark of Sony Computer Entertainment Inc. "PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. U.S. AND FOREIGN PATENTS PENDING.

ATLUS
WWW.ATLUS.COM

⚠WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.

TEEN
T
Mild Fantasy Violence
Partial Nudity
Sexual Themes
Use of Drugs
ESRB CONTENT RATING www.esrb.org

7 30865 60002 1

PSP
Riviera™ The Promised Land
ULUS 10286
UMD

PSP
Riviera™
The Promised Land
TEEN
T
CONTENT RATED BY ESRB
ATLUS
WWW.ATLUS.COM